

# The Legend of Zelda: Breath of the Wild

***The Legend of Zelda: Breath of the Wild***<sup>[a]</sup> is an action-adventure game developed and published by Nintendo. An entry in the longrunning *The Legend of Zelda* series, it was released for the Nintendo Switch and Wii U consoles on March 3, 2017. *Breath of the Wild* is set at the end of the series' timeline; the player controls Link, who awakens from a hundred-year slumber to defeat Calamity Ganon before it can destroy the kingdom of Hyrule.

Similarly to the original *Legend of Zelda* (1986), players are given little instruction and can explore the open world freely. Tasks include collecting multipurpose items to aid in objectives or solving puzzles and side quests for rewards. *Breath of the Wild*'s world is unstructured and designed to reward experimentation, and the story can be completed in a nonlinear fashion. Development of *Breath of the Wild* lasted five years. Wanting to reinvent the series, Nintendo introduced elements such as a detailed physics engine, high-definition visuals, and voice acting. Monolith Soft assisted in designing landscapes. The game was planned for release in 2015 as a Wii U exclusive, but was delayed twice due to problems with the physics engine. *Breath of the Wild* was a launch game for the Switch and the final Nintendo game for the Wii U. Two downloadable contentpacks were released later in 2017.

*Breath of the Wild* received acclaim for its open-ended gameplay and attention to detail, with many publications describing it as one of the greatest video games of all time. Critics called it a landmark in open-world design, despite minor criticism for its technical performance at launch. It won numerous awards, including several game of the year awards. By September 2018, *Breath of the Wild* had sold over 11.7 million copies worldwide, making it the bestselling*Zelda* game.

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## Gameplay

### *The Legend of Zelda: Breath of the Wild*



Primary packaging artwork, depicting Link overlooking Hyrule

<b>Developer(s)</b>	Nintendo EPD
<b>Publisher(s)</b>	Nintendo
<b>Director(s)</b>	Hidemaro Fujibayashi
<b>Producer(s)</b>	Eiji Aonuma
<b>Programmer(s)</b>	Takuhiro Dohta Kenji Matsutani Hiroshi Umemiya
<b>Artist(s)</b>	Satoru Takizawa
<b>Writer(s)</b>	Akihito Toda
<b>Composer(s)</b>	Manaka Kataoka Yasuaki Iwata Hajime Wakai
<b>Series</b>	<i>The Legend of Zelda</i>
<b>Platform(s)</b>	Nintendo Switch, Wii U
<b>Release</b>	March 3, 2017
<b>Genre(s)</b>	Action-adventure
<b>Mode(s)</b>	Single-player



Players are free to explore the world of *Breath of the Wild* using a variety of tools. For example, by jumping from a high elevation and deploying his paraglider Link can travel distances quickly

*Breath of the Wild* is an action-adventure game set in an open world environment where players are tasked with exploring the kingdom of Hyrule while controlling Link. In terms of structure, *Breath of the Wild* encourages nonlinear gameplay, which is illustrated by the game's lack of defined entrances or exits to areas,<sup>[1]</sup> scant instruction given to the player, and encouragement to explore freely.<sup>[2]</sup> *Breath of the Wild* introduces a consistent physics engine to the *Zelda* series, letting players approach problems in different ways rather than trying to find a single solution.<sup>[3]</sup> The game also integrates a "chemistry engine" that defines the physical properties of most objects and governs how they interact with the player and one another.<sup>[4]</sup> For example, players may take advantage of the game's dynamic weather by throwing metal objects at enemies during thunderstorms to attract a lightning strike. However, the level of realism offered in the "chemistry engine" also means that players will equally attract an unavoidable fatal lightning strike if

wearing any metal during thunderstorms.<sup>[5]</sup> These design approaches result in a generally unstructured and interactive world that rewards experimentation and allows for nonlinear completion of the story.<sup>[6][7]</sup>

As Link, players can perform actions such as running, climbing, swimming, and gliding with paraglider, although Link is limited by his stamina.<sup>[5]</sup> Link can procure items from the environment, including weapons, food, and other resources. Unlike previous *Zelda* games, weapons and shields will degrade over time.<sup>[5]</sup> Many items have multiple uses; for example, wooden weapons and armor can be set to light fires or collect incoming enemy arrows, and shields can be used as makeshift snowboards.<sup>[5]</sup> Players can obtain food from hunting animals, gathering wild fruit, or collecting parts of deceased enemies.<sup>[6]</sup> By cooking combinations of food or materials, the player can create meals and elixirs that can replenish Link's health and stamina, or provide temporary status bonuses such as increased strength or weather resistance.<sup>[6]</sup> An important tool in Link's arsenal is the "Sheikah Slate", which can be used to mark waypoints on a map. Over the course of the game, Link can collect powers to add to the Slate, including remote bombs, the ability to manipulate metal objects, form ice blocks on watery surfaces, and temporarily stopping objects in time.<sup>[8][9][10]</sup> In combat, players can lock onto targets for more precise attacks, while certain button combinations allow for advanced offensive and defensive moves.<sup>[11]</sup> Players may also defeat enemies without weapons, such as rolling boulders off cliffs into enemy camps.<sup>[12]</sup>

Besides exploration, players can undergo quests or challenges to obtain certain benefits. Activating towers and shrines adds waypoints that the player may warp to at any time.<sup>[13]</sup> Activating towers also adds territories to the map, although location names are not added until the player explores that area. Dotted throughout Hyrule are shrines that contain challenges ranging from puzzles to battles against robotic opponents. Clearing shrines earns Spirit Orbs, which can be traded for additional health or stamina points.<sup>[13]</sup> Scattered across Hyrule are small puzzles that reveal Korok Seeds, which can be traded to expand inventory size for weapons, shields, and bows.<sup>[14]</sup> Towns serve as hotspots for quests, sidequests and shops selling materials and clothing. Hikers and other travelers offer sidequests, hints, or conversation.<sup>[5][11]</sup> Additionally, players can scan Amiibo figures against their console to summon items or call Link's horse Epona from previous *Zelda* games and Wolf Link from *Twilight Princess*.<sup>[15][16]</sup>

## Plot

*Breath of the Wild* takes place at the end of the Zelda timeline in the kingdom of Hyrule.<sup>[17]</sup> When the evil Calamity Ganon threatens Hyrule, he is defeated by Princess Zelda, descendant of the Goddess Hylia, with the help of her knight Link.<sup>[18]</sup>

Hyrule matured into an advanced civilization, protected by four Divine Beasts—enormous animalistic machines—and an army of Guardians, autonomous weapons.<sup>[19]</sup> Upon Ganon's return, four great warriors were given the title of Champion and piloted one of the Divine Beasts to weaken him, protected by Zelda, Link, and the Guardians. Link struck Ganon down with the Master Sword, allowing Zelda to seal Ganon away.<sup>[20]</sup>

10,000 years later, the kingdom of Hyrule regressed to a medieval state.<sup>[21]</sup> Reading their ancestors' prophecies, the Hyrulians recognized the signs of Ganon's return and excavated the Divine Beasts and Guardians.<sup>[22]</sup> The champions of Hyrule's races—Daruk, warrior of the mountainous Goron; Mipha, princess of the aquatic Zora; Revali, archer of the birdlike Rito; and Urbosa, chief of the

desert-dwelling Gerudo—assembled to pilot the Divine Beasts, while Zelda and Link battled Ganon.<sup>[23]</sup> However, Ganon possessed the Guardians and Divine Beasts, turning them against Hyrule. King Rhoam and the Champions were killed, the castle town was destroyed, and Link was gravely wounded.<sup>[24]</sup> Zelda took Link to safety, hid the Master Sword, and used her magic to trap Ganon in Hyrule Castle.<sup>[25]</sup>

100 years later, an amnesiac Link awakens in Hyrule. He meets an old man, who reveals himself as the spirit of King Rhoam. Rhoam explains that Ganon, sealed in Hyrule Castle, has grown strong; he pleads for Link to defeat Ganon before he breaks free and destroy the world.<sup>[26]</sup>

Link travels Hyrule, returning to locations from his past and regaining his memories. With the help of the Hyrulian races, he boards the four Divine Beasts and purges them of Ganon's monsters, releasing the spirits of Hyrule's former champions. After obtaining the Master Sword from the Lost Woods, Link enters Hyrule Castle and defeats Ganon with the help of the Divine Beasts and Zelda's Bow of Light. Zelda seals Ganon away, restoring peace and allowing the spirits of King Rhoam and the champions to depart. Zelda realizes that Hyrule must be rebuilt and that she and Link must begin the process themselves.<sup>[27]</sup> If the player fulfills certain conditions, they unlock an alternative ending where Link and Zelda survey Hyrule and talk about rebuilding the world.<sup>[28]</sup>

## Development

Nintendo EPD, an internal division of Nintendo, developed *Breath of the Wild* for the Nintendo Switch and Wii U. According to series producer Eiji Aonuma, the development team aimed to "rethink the conventions of *Zelda*".<sup>[29][30]</sup> Following the release of *The Legend of Zelda: Skyward Sword* in 2011, Aonuma received comments from players who wished to see a more interconnected map to explore the locales between the gameplay areas.<sup>[3]</sup> In 2013, Nintendo experimented with nonlinear, open-world gameplay in *The Legend of Zelda: A Link Between Worlds*.<sup>[31]</sup> At the 2014 Electronic Entertainment Expo, Aonuma said he planned to reform dungeons and puzzles, two of the series' major gameplay elements,<sup>[32]</sup> and redesign the game to allow players to reach the end without progressing through the story.<sup>[33]</sup> As Nintendo had never worked on a modern open-world game before, they took influence from the development of *The Elder Scrolls V: Skyrim*.<sup>[34]</sup>

Prior to full development, the developers designed a playable 2D prototype similar to the original *Zelda* to experiment with physics-based puzzles. The final game uses a modified version of the Havok physics engine.<sup>[35]</sup> At the 2017 Game Developers Conference, Director Hidemaro Fujibayashi, technical director Takuhiro Dohta, and art director Satoru Takizawa held a presentation titled "Change and Constant – Breaking Conventions with *The Legend of Zelda: Breath of the Wild*", during which they demoed the prototype.<sup>[35][36]</sup> Aonuma called the physics engine in *Breath of the Wild* a major development for the *Zelda* series, saying that it "underpins everything in the world" and makes things operate in a "logical and realistic way", allowing players to approach puzzles and problems in different ways. He expanded on the difficulty in developing this system, recalling how one day during development he entered an area in the game and found that all the objects had been blown away by the wind.<sup>[3]</sup>



With *Breath of the Wild*, *Zelda* series producer Eiji Aonuma sought to rethink series conventions.

"Our mission in developing this new *Zelda* game ... is quite plainly to re-think the conventions of *Zelda*. I'm referring to the expectation that the player is supposed to complete dungeons in a certain order...we want to set aside these conventions, get back to basics and create a newborn *Zelda* so that the players can best enjoy the real essence of the franchise."

The game was built and demonstrated with touchscreen features for the Wii U, but the developers found that looking away from the main screen distracted from the game. The features were removed when the game moved to tandem development across the Switch and Wii U.<sup>[37]</sup> The Wii U GamePad also affected animation; although Link is canonically left-handed, he is right-handed in the game to match the GamePad's control scheme, which has its sword-swinging buttons on its right side.<sup>[38]</sup> The Switch version performs better than the Wii U release when docked to a television, although when undocked, both run at the same resolution. The Switch version also has higher-quality environmental sounds.<sup>[39][40]</sup> Aonuma stated that the art design was inspired by gouache and en plein air art to help identify the vast world.<sup>[41]</sup> The game's landscape was based on locations in

Eiji Aonuma, producer<sup>[29]</sup>

and around Kyoto, the hometown of game director Hidemaro Fujibayashi, and was partially designed by Monolith Soft, who assisted with topographical level design.<sup>[42][43][44]</sup>

*Breath of the Wild* was the first main *Zelda* game to use voice acting in cutscenes, although Link remains a silent protagonist. Aonuma was affected by the first time he heard a character with a human voice in-game, and wanted to leave a similar impression on players.<sup>[45]</sup> The team decided to record voice-overs for all cutscenes instead of only the key scenes, as originally planned.<sup>[46][47]</sup> Nintendo provided voice-overs and subtitles in eight languages.<sup>[b]</sup> Initially, players were not able to mix and match the languages of voices and subtitles;<sup>[48]</sup> however, Nintendo released an update in May 2017 that allowed players to choose the voice-over language.<sup>[49]</sup> The game went gold on February 3, 2017, with Nintendo holding awrap party to celebrate.<sup>[50]</sup> Coinciding with the game's launch in Taiwan and South Korea in early 2018, Nintendo introduced a patch worldwide adding traditional and simplified Chinese and Korean translations for the Nintendo Switch version.<sup>[c][51][52][53]</sup>

The original score was composed by Manaka Kataoka, Shuaki Iwata, and Hajime Wakai. Kataoka and Wakai had previously worked on the *Zelda* games *Spirit Tracks*<sup>[54]</sup> and *The Wind Waker* respectively.<sup>[55]</sup> The soundtrack was primarily written and performed on a piano, with a focus on ambient music and sounds rather than the melodic and upbeat music in previous *Zelda* games. According to Wakai, this helped add "authenticity" to the environments, and was taken on as a challenge by the rest of the sound team.<sup>[56]</sup>

"I really think the implementation of this physics engine is a major development for the *Zelda* series. The way the physics engine underpins everything in the world really offers up a lot of new possibilities. For instance, in *Breath of the Wild* you might have a puzzle where making use of the physics, there'll be various ways you can solve that puzzle. That really opens up a lot of possibilities so there's not just one way to progress in the game or just one way to solve a puzzle."

Eiji Aonuma, producer<sup>[3]</sup>

## Promotion and release

Aonuma announced a new entry for Nintendo's Wii U console in January 2013 during the company's regular online presentation. The game, he continued, would challenge the series' conventions, such as the requirement that players complete dungeons in a set order.<sup>[2][57]</sup> The next year, Nintendo introduced the game's high-definition, cel-shaded visual style with in-game footage at its June 2014 Electronic Entertainment Expo press event.<sup>[58][59]</sup> Once planned for release in 2015, the game was delayed early in the year and did not show at that year's E3.<sup>[60][61]</sup> *Zelda* series creator Shigeru Miyamoto reaffirmed that the game was still set for release on the Wii U, despite the development of Nintendo's next console, the Nintendo Switch.<sup>[62]</sup> The game was delayed again in April 2016 due to problems with its physics engine. Nintendo let attendees play the game's Wii U version at E3 2016,<sup>[63]</sup> where they also announced its subtitle, *Breath of the Wild*.<sup>[64]</sup> CNET said that the showing would "take your breath away",<sup>[65]</sup> and *Breath of the Wild* was the most talked-about E3 2016 game on social media according to Brandwatch, a social media monitoring platform.<sup>[66]</sup> It was also listed among the best games at E3 by *Eurogamer*,<sup>[67]</sup> *GameSpot*,<sup>[68]</sup> and *GamesRadar+*.<sup>[69][70]</sup> At a Nintendo presentation in January 2017, Nintendo showed a new trailer announcing that the game would be released as a launch game for the Switch.<sup>[71]</sup>

*Breath of the Wild* launched for both the Wii U and Switch on March 3, 2017.<sup>[72]</sup> It was the last Nintendo game released for the Wii U.<sup>[73]</sup> The Switch version was available in limited "Special Edition" and "Master Edition" bundles, which both included a Sheikah Eye coin, a Calamity Ganon tapestry with world map, a soundtrack CD, and a themed carrying case for the Switch. The Master Edition also included a figurine based on the Master Sword.<sup>[74][75][76]</sup> An "Explorer's Edition" was released for the Switch on November 23, 2017, containing a two-sided map and a 100-page book of story information.<sup>[77]</sup> In Europe, the game used unique packing artwork.<sup>[78]</sup> A five-disc, 211-track soundtrack was released in Japan on April 25, 2018.<sup>[79]</sup>

## Downloadable content

On June 30, 2017, Nintendo released a "season pass" for two bundled downloadable content (DLC): *The Master Trials* and *The Champions' Ballad*.<sup>[80][81]</sup> *The Master Trials* adds gameplay modes, features, and items. In the Trial of the Sword challenge, Link fights through around 45 rooms of enemies and must finish each room before proceeding. Link begins with no equipment, but is rewarded with a glowing Master Sword that has greater durability and possesses a doubled damage stat if the player completes the

challenge. The pack also adds an option to play the game at a higher difficulty level, which adds ranks and raises the ranks of enemies. The enemies are more perceptive when Link sneaks near them and slowly regenerate health in battle. New floating platforms throughout the land offer enemies to battle and treasure as a reward. The Hero's Path feature draws the player's path on the game's map, designed to help players determine places they have not visited. The player can also find the hidden Travel Medallion to save Link's current position as a single waypoint to which the player can transport Link at any time. New items include the Korok Mask, which helps the player find Korok locations, and other themed cosmetics related to previous *Zelda* games.<sup>[82]</sup>

*The Champions' Ballad* was released on December 7, 2017, with a trailer presented at The Game Awards 2017 exhibiting the new content. The expansion pack adds a new dungeon, original story, gear, and additional challenges.<sup>[81][83][84]</sup> It also introduces the Master Cycle Zero, a motorcycle-like vehicle that Link can ride after players complete the pack's additional content.<sup>[85]</sup>

## Reception

*Breath of the Wild* was released to critical acclaim, with some calling the game a masterpiece<sup>[106]</sup> and one of the greatest video games of all time.<sup>[107][108]</sup> On the review aggregator Metacritic, *Breath of the Wild* was the highest-rated game of 2017<sup>[109]</sup> and holds the largest number of perfect reviews of any game from any year.<sup>[110][111][112]</sup> Industry publications including IGN,<sup>[113]</sup> GameSpot,<sup>[114]</sup> Polygon,<sup>[115][116]</sup> Entertainment Weekly,<sup>[117]</sup> Eurogamer,<sup>[118]</sup> Electronic Gaming Monthly,<sup>[119]</sup> GamesRadar+,<sup>[120]</sup> and Game Informer<sup>[121]</sup> ranked *Breath of the Wild* the best game of 2017. It was the 29th game (including retrospective perfect scores) to earn a 10/10 score from *Edge*<sup>[89]</sup> and the 24th game to receive a 40/40 score from *Famitsu*.<sup>[122]</sup>

The open-world gameplay received praise. Jose Otero of IGN described it as "a masterclass in open-world design" and "a wonderful sandbox full of mystery, dangling dozens upon dozens of tantalizing things in front of you that just beg to be explored".<sup>[6]</sup> GameSpot called it the most impressive game Nintendo had made, writing that it "takes designs and mechanics perfected in other games and reworks them for its own purposes to create something wholly new, but also something that still feels quintessentially like a *Zelda* game ... It's both a return to form and a leap into uncharted territory, and it exceeds expectations on both fronts."<sup>[5]</sup> *Edge* wrote that the game world was "an absolute, and unrelenting, pleasure to get lost in" and that "the magic of being given all the tools in the opening hour is the knowledge that the solution to any problem is already at your disposal, and you can always change tack".<sup>[89]</sup>

According to Kyle Orland of *Ars Technica*, "after spending a week utterly immersed in Nintendo's open-world reimagining of the tried-and-true *Zelda* formula, it's hard to return to the more formulaic entries of the franchise's past".<sup>[123]</sup> Journalists commented on unexpected results not intended by the

Reception	
Aggregate score	
Aggregator	Score
Metacritic	(NS) 97/100 <sup>[86]</sup> <div>(Wii U) 96/100<sup>[87]</sup></div>
Review scores	
Publication	Score
<i>Destructoid</i>	10/10 <sup>[88]</sup>
<i>Edge</i>	10/10 <sup>[89]</sup>
<i>EGM</i>	9.5/10 <sup>[90]</sup>
<i>Eurogamer</i>	Essential <sup>[91]</sup>
<i>Famitsu</i>	40/40 <sup>[92]</sup>
<i>Game Informer</i>	10/10 <sup>[93]</sup>
<i>Game Revolution</i>	★★★★★ <sup>[94]</sup>
<i>GameSpot</i>	10/10 <sup>[5]</sup>
<i>GamesRadar+</i>	★★★★★ <sup>[95]</sup>
<i>Giant Bomb</i>	★★★★★ <sup>[96]</sup>
<i>IGN</i>	10/10 <sup>[6]</sup>
<i>Nintendo Life</i>	★★★★★★★ <sup>[97]</sup>
<i>Nintendo World Report</i>	9.5/10 <sup>[98]</sup>
<i>Polygon</i>	10/10 <sup>[99]</sup>
<i>VideoGamer.com</i>	9/10 <sup>[100]</sup>

developers,<sup>[124][125][126]</sup> with serendipitous moments proving popular on social media.<sup>[127]</sup> Chris Plante of *The Verge* predicted that whereas prior open-world games tended to feature prescribed challenges, *Zelda* would influence a new generation of games with open-ended problem-solving.<sup>[127]</sup>

Reviewers lauded the sense of detail and immersion.<sup>[128][124]</sup> *Kotaku* recommended turning off UI elements in praise of the indirect cues that contextually indicate the same information, such as Link shivering in the cold or waypoints appearing when using the scope.<sup>[128]</sup> Reviewers also commented on the unexpected permutations of interactions between Link, villagers, pets, and enemies,<sup>[124][125][126]</sup> many of which were shared widely on social media.<sup>[127]</sup> A tribute to former Nintendo president Satoru Iwata, who died during development, also attracted praise.<sup>[124][129]</sup>

Jim Sterling was more critical than most, giving *Breath of the Wild* a 7/10 score. He criticized the difficulty, weapon durability, and level design, but praised the open world and variety of content.<sup>[130]</sup> Other criticism focused on the unstable frame rate and the low resolution of 900p,<sup>[128][124]</sup> updates addressed some of these problems.<sup>[131][132]</sup>

## Sales

*Breath of the Wild* broke sales records for a Nintendo launch game in multiple regions.<sup>[133][134]</sup> In Japan, the Switch and Wii U versions sold a combined 230,000 copies in the first week of release, with the Switch version becoming the top-selling game released that week.<sup>[135]</sup> In the UK, *Breath of the Wild* was the second-best-selling retail game its week of release behind *Horizon Zero Dawn*, and became the third-best-selling *Zelda* game behind *Wind Waker* and *Twilight Princess*.<sup>[136][137]</sup> In the United States, *Breath of the Wild* was the second-best-selling video game during its month of release behind *Tom Clancy's Ghost Recon Wildlands*.<sup>[138]</sup> Nintendo reported that *Breath of the Wild* sold more than one million copies in the US that month, 925,000 of which were for Switch - a 100% attach rate.<sup>[139][140][141][142]</sup> That month, Nintendo reported it had sold 3.84 million copies of *Breath of the Wild* worldwide, 1.08 million for Wii U and 2.76 million for Switch, surpassing the Switch's global sales of 2.74 million for the same period.<sup>[143]</sup> Nintendo president Tatsumi Kimishima said that the attach rate of *Breath of the Wild* to the Switch was "unprecedented".<sup>[144]</sup> By June 2018, the Switch version had sold 9.32million copies,<sup>[145]</sup> and the Wii U version 1.5 million, for a total of 10.82 million, making *Breath of the Wild* the bestselling *Zelda* game.<sup>[146]</sup> By September 2018, the Switch version reached 10.28 million copies sold.<sup>[147]</sup>

The game's success sparked increased interest in the Wii U emulator Cemu, as the Cemu developers rapidly updated the software to run the game at a smooth frame rate within weeks of release.<sup>[148][149][150]</sup>

## Accolades

Following its demonstration at E3 2016, *Breath of the Wild* received several accolades from the Game Critics Awards.<sup>[151]</sup> and from publications such as IGN and *Destructoid*.<sup>[152][153]</sup> It was listed among the best games at E3 by *Eurogamer*,<sup>[67]</sup> *GameSpot*,<sup>[68]</sup> and *GamesRadar+*.<sup>[69][70]</sup> In late 2016, *Breath of the Wild* received two awards at Gamescom,<sup>[154]</sup> and won the award for Most Anticipated Game at The Game Awards 2016.<sup>[155]</sup>

After its release, *Breath of the Wild* won multiple awards at The Game Awards 2017, including Game of the Year, Best Game Direction, and Best Action/Adventure Game, and was nominated for Best Art Direction, Best Score/Music, and Best Audio Design.<sup>[156]</sup> At the 2018 DICE Awards, it won Game of the Year among other awards.<sup>[157]</sup>

Award	Date of ceremony	Category	Result	Ref.
<u>Game Critics Awards</u>	July 5, 2016	Best Action/Adventure Game	Won	[158]
		Best Console Game	Won	
		Best of Show	Won	
<u>The Game Awards 2016</u>	December 1, 2016	Most Anticipated Game	Won	[159]
<u>2017 Teen Choice Awards</u>	August 13, 2017	Choice Video Game	Nominated	[160]
<u>Japan Game Awards</u>	September 21, 2017	The Grand Award	Won	[161]
<u>BBC Radio 1's Teen Awards</u>	October 22, 2017	Best Game	Nominated	[162]
<u>Golden Joystick Awards</u>	November 17, 2017	Best Visual Design	Nominated	[163] [164]
		Best Audio	Won	
		Critics' Choice Award	Won	
		Nintendo Game of the Year	Won	
		<u>Ultimate Game of the Year</u>	Won	
Ping Awards	November 21, 2017	Best International Game	Won	[165]
<u>The Game Awards 2017</u>	December 7, 2017	Game of the Year	Won	[156]
		Best Game Direction	Won	
		Best Art Direction	Nominated	
		Best Score/Music	Nominated	
		Best Audio Design	Nominated	
		Best Action/Adventure Game	Won	
New York Game Awards	January 24, 2018	Big Apple Award for Best Game of the Year	Won	[166]
		Tin Pan Alley Award for Best Music in a Game	Nominated	
		Statue of Liberty Award for Best World	Won	
<u>D.I.C.E. Awards</u>	February 22, 2018	Game of the Year	Won	[157]
		Outstanding Achievement in Art Direction	Nominated	
		Outstanding Technical Achievement	Nominated	
		Adventure Game of the Year	Won	
		Outstanding Achievement in Game Design	Won	
		Outstanding Achievement in Game Direction	Won	
<u>NAVGTR Awards</u>	March 13, 2018	Art Direction, Fantasy	Won	[167] [168]
		Control Design, 3D	Nominated	
		Game Design, Franchise	Nominated	
		Game of the Year	Nominated	
		Game, Franchise Family	Nominated	
		Original Light Mix Score, Franchise	Won	

<u>SXSW Gaming Awards</u>	March 17, 2018	Excellence in Musical Score	Nominated	[169] [170]
		Excellence in Animation	Nominated	
		Excellence in Art	Nominated	
		Excellence in Gameplay	Won	
		Excellence in Design	Won	
		Video Game of the Year	Won	
<u>Game Developers Choice Awards</u>	March 21, 2018	Best Audio	Won	[171] [172]
		Best Design	Won	
		Innovation Award	Nominated	
		Best Technology	Nominated	
		Best Visual Art	Nominated	
		Game of the Year	Won	
<u>14th British Academy Games Awards</u>	April 12, 2018	Artistic Achievement	Nominated	[173] [174]
		Best Game	Nominated	
		Game Design	Nominated	
		Game Innovation	Won	
		Music	Nominated	
<u>2018 Teen Choice Awards</u>	August 12, 2018	Choice Video Game	Nominated	[175] [176]

## References

### Notes

- Japanese: ゼルダの伝説 ブレス オブ ザ ワイルド Hepburn: *Zeruda no Densetsu: Buresu obu za Wairudo*
- Languages include Dutch, English, French, German, Italian, Japanese, Russian, and Spanish. The Dutch localization is text only and borrows the English voice-over by default, whilst the Spanish localization include two different voice-over tracks for different regions.
- The Chinese and Korean localization is text only and borrows the Japanese voice-over by default.

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# External links

- Official website 

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